REMARKS

Request for reconsideration and allowance of all the pending claims are respectfully requested in light of the amendments and following remarks. Claims 1-27 remain pending herein and stand rejected.

As an initial matter, Applicant has noted the Examiner's assertion that the Oath/Declaration is defective (Paragraph 2 of the Office Action). Attached is a new Declaration.

Applicant has also noted the Examiner's suggestion to further label the boxes contained in Fig. 3 "to make it clear what is happening at each step" (Paragraph 3 of the Office Action). In response, a Replacement Sheet is attached hereto, in which labels have been added to the boxes of Fig. 3. Support for these annotations to Fig. 3 is found, *inter alia*, in paragraphs [0050]-[0051] of the published application.

The Specification was objected to for containing references to claim numbers. In compliance with the Examiner's suggestion, Applicant has amended the corresponding paragraphs of the Specification to remove these references.

Claims 1-6, 11-13, 14-18 and 23-27 stand rejected under 35 U.S.C. §103(a) as allegedly being unpatentable over Volk et al. (U.S. 5,673,401). Claims 1-6, 11-13, 14-18 and 23-27 also stand rejected under 35 U.S.C. §103(a) as allegedly being unpatentable over Hirsh (US 2002/0052235) in view of Volk. Claims 7 and 19 stand rejected under 35

U.S.C. §103(a) as allegedly being unpatentable over Hirsch and Volk in view of Wise et al. (US 6130676). Claims 8, 9, 20 and 21 stand rejected under 35 U.S.C. §103(a) as allegedly being unpatentable over Hirsch and Volk in view of Walczak (US 20030052899). Claims 10 and 22 stand rejected under 35 U.S.C. §103(a) as allegedly being unpatentable over Hirsch and Volk and Walczak in further view of Kaye et al. (US 20050104878).

Applicant respectfully disagrees with, and explicitly traverses, the Examiner's reason for rejecting the claims. A claimed invention is prima facie obvious when three basic criteria are met. First, there must be some suggestion or motivation, either in the reference themselves or in the knowledge generally available to one of ordinary skill in the art, to modify the reference or to combine the teachings therein. Second, there must be a reasonable expectation of success. And, third, the prior art reference or combined references must teach or suggest all the claim limitations.

With regard to claim 1, this claim, as amended, recites:

1. Method of changing the size of presentation of an image data stream provided in an image data format created by an object based compression application, the method comprising the steps of:

    obtaining an image data stream coded in a format comprising at least one object layer and a background sprite layer including information about background elements of a scene displayed in a number of frames, the image data stream having a first original field of view to be presented in,

selecting at least parts of the image data stream, outside the first original field of view, from the background sprite layer to obtain selected image data comprising values of pixel regions from an area larger than the original field of view, and

changing the field of view by calculating an image to be displayed conforming to a second field of view based on the obtained data and values such that image data comprises pixel values substantially covering the second field of view.

Claim 1 has been amended to more clearly define the invention. Applicant will now briefly discuss an embodiment of the claimed invention to illustrate its functionality. In this embodiment, the data stream is coded in an MPEG4 format. The background sprite layer of MPEG4 is referred to in the standard as a sprite panorama image or just the sprite. In supplying a data stream of an athletic event such as a tennis match, a foreground object (e.g., a tennis player) is segmented from the background and coded in an object layer. The sprite panorama is a still image that describes, as a static image, the content of the background over all frames in the sequence. The present invention is based on the recognition that the data present in the sprite outside the area covered by the image to be displayed ("the first field of view" of claim 1) is used to display the image with another aspect ratio ("the second filed of view").

Amended claim 1 is not limited to MPEG4 coded image data as the invention can be applied to other object-based compression applications. As discussed in [0049] of the specification, the data stream is coded into different layers. A layer is provided for each object and one layer is provided for background. This background layer is also referred to as the sprite layer which has information that extends far outside the frame. Further,

the sprite layer includes information about background elements displayed in a scene that is displayed in a number of frames.

Claim 1 recites that the background sprite layer, which includes "information about background elements of a scene displayed in a number of frames," is used to create a second field of view that is larger than the original field of view. In particular the claim recites "selecting at least parts of the image data stream, outside the first original field of view, from the background sprite layer" to create this second field of view.

As described in his Abstract, Volk relates to:

An object-oriented system for generating and displaying control items that allow users of an interactive network to recognize and select control functions via a graphical user interface. The manipulation of the control items on a display screen is linked to a set-top terminal associated with the interactive network. The control items, which can be visible or audible, are associated with control objects. Control objects are arranged in a hierarchy, and can contain one or more child control objects. Attributes of a child control object are inherited from an ancestor control object. A control item can be graphically manipulated independently by drawing the control item into its own sprite, or can be manipulated by drawing the control item into the sprite of a parent. The system provides building blocks of control elements that can be composed and customized to produce versatile interfaces for applications and content.

While Volk does utilize the term "sprite," as so used it does not meet the claim language recitation in which the sprite is a layer of a coded image data stream and includes "information about background elements of a scene displayed in a number of

frames." The passage of Volk cited by the examiner defines "sprite" in the following manner:

> **As used herein, a "sprite" is a small (relative to the total display area), prestored bitmap or image that is mixed with the rest of a displayed image at the video level** [emphasis added]. Sprites are generally implemented as a combination of circuitry and software methods, which operate to retrieve a sprite image from a predetermined memory location and to mix it with other video images to form the desired display image on a output device. The location of the sprite at any time relative to the displayed image is typically specified in data storage registers. Altering data values maintained in the registers via software methods causes the sprite to move. Sprites may hide portions of the displayed image at each pixel (e.g., by providing appropriate alpha values for the pixels in the sprite), or may be blended with the pixel values of the displayed image. Sprites are often used to implement cursors and to generate animated images by moving the sprite, or a succession of related sprites, on a background image.

As so defined, the "sprite" of Volk is incapable of being the background sprite layer of a coded image data stream as recited in claim 1. Moreover, as amended, claim 1 recites that sections of the coded image data stream sprite layer are used in changing the field of view of the image to be displayed. Volk does not teach this feature as he merely scales down or stretches the original viewing area (see col. 26, lines 20-35 and col. 33, lines 45-55).

Paragraph 10 of the Office Action provides an additional §103 rejection, using Hirsch in combination with Volk. Here again, the "sprite" of the prior art fails to meet

the sprite element of claim 1. In paragraph [0016] of Hirsch he states that: "A graphical image is commonly referred to as a 'sprite.'" Moreover, in paragraph [0003] he states:

> The present invention relates in general to a gaming device, and more particularly to a gaming device with animation involving **a plurality of sprites displayed at any one time**. [emphasis added]

Thus as in Volk, the "sprite" of Hirsch is incapable of being the background sprite layer of a coded image data stream as recited in claim 1.
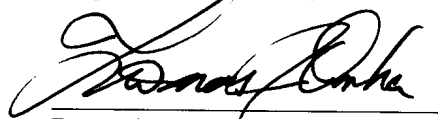
Having shown that the combined device resulting from the teachings of the cited references does not include all the elements of the present invention as recited in claim 1, Applicant submits that the reasons for the Examiner's rejections of the claims have been overcome and can no longer be sustained. Applicant respectfully requests reconsideration, withdrawal of the rejection and allowance of claim 1. Independent claims 14, 26 and 27 recite similar features and are deemed patentable for at least the same reasons.

Claims 2-13 and 15-25 are dependent from one of the independent claims discussed above, and are believed allowable for at least the same reasons and any rejections thereof should be withdrawn. Since each dependent claim is also deemed to define an additional aspect of the invention, however, the individual consideration or reconsideration, as the case may be, of the patentability of each on its own merits is respectfully requested.

For all the foregoing reasons, it is respectfully submitted that all the present claims are patentable in view of the cited references. A Notice of Allowance is respectfully requested.

Respectfully submitted,

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